

Portside Game Assembly 2026: Tickets for Brunch and Party Now Available & Studios Behind Monster Prom and PEAK on Board

Portside Game Assembly will once again bring together established international indie studios in Hamburg on June 25 and 26.

- Tickets for the Networking Brunch and the Games Industry Party are now available at <https://portsideassembly.com/tickets/> for all studios, publishers, platform operators, and industry partners.
- New this year: a mentoring program for upcoming indie developers, who can now apply for advice from experienced studio managers.
- For the first time there will be a “Games Made in Hamburg” showcase.

Hamburg, February 3, 2026: Portside Game Assembly continues its proven concept: with a curated list of participants from internationally successful indie studios, Gamecity Hamburg as part of Hamburg Kreativ Gesellschaft provides a setting for confidential discussions and in-depth exchange on a conference ship. In addition, Portside offers new, targeted programs to connect up-and-coming indie studios with established development studios. Tickets for the Networking Brunch and the Games Industry Party are now on sale, complementing the already available Full Conference Tickets. The events are aimed at a broad industry audience and offer opportunities for conference participants, start-ups, publishers, platform operators, and industry partners to connect.

The Networking Brunch will begin on June 26, 2026, at 9 am at the “Alte Liebe” restaurant in Hamburg’s HafenCity. Tickets are available for 59.50 euros (including VAT, plus fees). This is where everyone comes together – in a relaxed, cozy atmosphere with a high-quality brunch.

Tickets for the Networking Brunch are available here: <https://portsideassembly.com/tickets/>.

As part of the brunch, up-and-coming indie developers will participate in mentoring sessions with conference participants for the first time.

Interested indie studios can apply for mentoring via this link:
<https://portsideassembly.com/mentoring>

Studios/mentors already confirmed to participate:

- Chasing Carrots – Patrick Wachowiak
- Crinkle Cut Games – Anne Christina Eisberg
- Cybernetic Walrus – Mike Coeck
- Foulball Hangover – Max Hayon
- Hutlihut Games – Benjamin Lund
- kaleidoscube – Dominik Schön
- Square Glade Games – Tobias Schnackenberg
- Studio Clever Plays Inc. - Angela Mejia
- Triple-i Initiative – Christopher Wulf

The Games Industry Party will bring the evening to a unique ship location, the MS Stubnitz. Starting at 7:30 pm, the studios participating in the conference will celebrate together with Hamburg's vibrant games industry and all other guests – with music, conversations, and demo stations featuring games made in Hamburg. Tickets are now available for 5.95 euros (including VAT, plus fees).

Tickets for the Games Industry Party are available here:

<https://portsideassembly.com/tickets/>.

A showcase offers the opportunity to try out Hamburg indie games at various demo stations during the party and discover the diversity of the local developer scene.

Selection of studios already confirmed for Portside Game Assembly

Participants from Belgium, Denmark, Germany, Great Britain, Canada, Latvia, the Netherlands, Poland, Sweden, and Spain are already on board for the conference.

- Beautiful Glitch – Monster Prom (ES)
- bippinbits – Dome Keeper & PVKK (GER)
- Brave At Night – Yes, Your Grace (UK)
- Crinkle Cut Games – Discounty (DK)
- Cybernetic Walrus – Order 13 & Roadside Research (BE)
- Eremite Games – Against the Storm (PL)
- Foulball Hangover – Hydroneer (UK)
- Landfall - PEAK (SWE)
- Massive Monster – Cult of the Lamb (UK)
- neoludic games – Tiny Bookshop (GER)
- Overhype Studios – Menace (GER)

Further participating studios can be found on the Portside Game Assembly website:
<https://portsideassembly.com/attendees>.

Recap Portside Game Assembly 2025

Portside Game Assembly celebrated its successful premiere in June 2025, bringing together international indie studio heads for the first time in a confidential setting in Hamburg. With a program of talks and roundtables tailored specifically to the needs of the studios, the conference provided a space for honest exchange, strategic insights, and new contacts. Speakers included bippinbits (Dome Keeper), Evil Empire (Dead Cells), Ghost Ship (Deep Rock Galactic), Grizzly Games (Thronefall), Stray Fawn (Dungeon Clawler), and The Game Kitchen (Blasphemous).

Impressions from 2025 in the recap video: <https://www.youtube.com/watch?v=U0j25LMYUUM>.

Further information at: <https://portsideassembly.com>.

Regular updates and information about Portside Game Assembly are available via this mailing list: <https://portsideassembly.com/maillinglist>

If you have any questions, please contact:

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About Portside Game Assembly

Portside Game Assembly is the expert conference for internationally successful indie game studios. The B2B conference connects studio managers and decision makers on a ship cruising through the Hamburg harbor to exchange strategies, get inspired, and make relevant contacts. The conference also includes two evening events and a networking brunch at selected locations. Portside Game Assembly is organized by Gamecity Hamburg as part of the Hamburg Kreativ Gesellschaft.

Gamecity Hamburg

Gamecity Hamburg supports, connects and makes the gaming hub Hamburg visible. The aim is to improve the general conditions for companies and founders of the games value chain in the city, to support them in their further development and to anchor Hamburg in the public perception as one of the leading games locations in Germany. Gamecity Hamburg is the contact point for Hamburg's games funding as well as the Games Lift Incubator and also offers programs, events, and services in close cooperation with the games industry to strengthen local developers. At the same time, the exchange of

knowledge within the sector and with other industries is promoted. The promotion of young talent, the development of new formats that activate the strong network of games companies in the city, and internationalization are the focus of the location initiative's activities. Gamecity Hamburg is part of Hamburg Kreativ Gesellschaft.

Hamburg Kreativ Gesellschaft

Since 2010, Hamburg Kreativ Gesellschaft has been the municipal economic promotion agency for the creative industries in Hamburg. It plays a pioneering role in promoting the creative industries throughout Germany and sets standards in this field. As one of the largest and oldest institutions of its kind in Germany, it supports creative professionals in all eleven sub-markets – from design and music to film and architecture to games and advertising. As a publicly funded, independent institution, Hamburg Kreativ Gesellschaft creates support programs, consultations, networking events, and innovation formats.

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